AMENDMENTS TO THE CLAIMS

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

Claim 1 (currently amended): A card game system, comprising: ~~in which~~

a plurality of game ~~machines~~ apparatuses, each of which ~~can function~~ functions as either a master ~~machine that controls~~ apparatus configured to control a game or a terminal ~~machine that performs~~ apparatus configured to perform a processes in accordance with indications from the master ~~machine~~ apparatus, the plurality of game apparatuses [[are]] being connected to each other so as to ~~be able to~~ transmit and receive data to and from each other, wherein ~~and in which if~~

when one of the plurality of game ~~machines~~ apparatuses is set as the master ~~machine~~ apparatus, the game ~~machines~~ apparatuses other than the game ~~machine~~ apparatus set as the master ~~machine~~ apparatus are set as the terminal ~~machines~~ apparatuses, and each of the plurality of game ~~machines~~ apparatuses reads game information recorded in a card within a specific time during the game, [[then]] the game progresses based on the read game information, ~~wherein~~

the game ~~machine~~ apparatus set as the master ~~machine~~ apparatus has[[:]]

a master reception device ~~for receiving~~ configured to receive the game information transmitted from each of the plurality of game ~~machines;~~ apparatuses,

a start determination device ~~for determining~~ configured to determine whether to start the specific time, [[;]]

a permission device ~~for rejecting~~ configured to reject to receive the game information at the master reception device until the start determination device determines to start the specific time, and ~~for permitting~~ configured to permit the reception when the start determination device determines to start the specific time, [[;]]

an elapse time determination device ~~for determining~~ configured to determine whether a time set as the specific time in advance elapses after the permission device permits the reception of the game information, [[;]] and

a rejection device ~~for rejecting~~ <u>configured to reject</u> the reception again when the elapse time determination device determines that the set time elapses, and

each of the plurality of game ~~machines~~ <u>apparatuses</u> has

a terminal transmission device ~~for transmitting~~ <u>configured to transmit</u> the game information having been read to the master reception device.

Claim 2 (currently amended): The card game system according to claim 1, wherein

the rejection device rejects the reception of the game information further transmitted from the game ~~machine~~ <u>apparatus</u> that is a sender of the game information already received by the master reception device even before the elapse time determination device determines that the set time elapses.

Claim 3 (currently amended): The card game system according to claim 1 [[or 2]], wherein the number of the plurality of game ~~machines~~ <u>apparatuses</u> is two.

Claim 4 (currently amended): A card used in the card game system according to ~~any one of~~ ~~claims~~ <u>claim</u> 1 [[to 3]], wherein the card has three or more sides, and the game information is printed on a same face along the respective sides.

Claim 5 (currently amended): A master ~~machine~~ <u>apparatus</u> as a predetermined reception destination in a card game system in which [[if]] <u>when</u> each of a plurality of game ~~machines~~ <u>apparatuses</u>, connected to each other so as to be able to transmit and receive data to and from each other, reads game information recorded in a card and transmits the game information to the predetermined reception destination within a specific time during a game, [[and]] the game is controlled based on the game information received at the predetermined reception destination, ~~wherein~~ the master ~~machine has~~ <u>apparatus comprising</u>:

a reception device ~~for receiving~~ <u>configured to receive</u> the game information transmitted from each of the plurality of game ~~machines~~ <u>apparatuses</u>;

a start determination device ~~for determining~~ <u>configured to determine</u> whether to start the specific time;

a permission device ~~for rejecting~~ <u>configured to reject</u> reception of the game information at the master reception device until the start determination device determines to start the specific time, and ~~for permitting~~ <u>configured to permit</u> the reception of the game information when the start determination device determines to start the specific time;

an elapse time determination device ~~for determining~~ <u>configured to determine</u> whether a time set as the specific time in advance elapses after the permission device permits the reception of the game information; and

a rejection device ~~for rejecting~~ <u>configured to reject</u> the reception again when the elapse time determination device determines that the set time elapses.